

## JUNIOR DESIGNER

Perfect Number - Los Angeles. <https://perfectnumber.co/> Part-time. We are a start-up with a small nimble team, all incredibly passionate about the Perfect Number mission. To help us build a smooth and efficient process from designing promotional materials for the brand to working on graphic identity for packaging, we are searching for a Junior Designer to help our Design team with day-to-day design tasks. -developing promotional materials for Perfect Number -creating packaging and other elements of graphic identity -conceptualizing and developing social media promotional campaigns - researching visual narratives and developing mood boards in the sphere of fashion and art -proficiency with Adobe Software (InDesign, Illustrator, Photoshop) -good technical design skills, a keen eye for detail -love for typography - an understanding of print finishes and paper stocks (interest in textile and experimental materials is a plus) -knowledge of motion design basics and Adobe After Effects - interest in social media mechanics - understanding of research process that facilitates decision making -familiarity with current trends and discussions in fashion, art and design -analytical thinking and good communication skills

**Share your CV and Design Portfolio.**

**<https://www.indeed.com/viewjob?jk=9c1ae39f1174c034>**

## ALTERATIONS AND REPAIR SPECIALIST (GARMENTS)

7TILL8 – Torrance. Part-time. \$15 - \$20/hr. Skilled in multitude of sewing machines (Blindstitch, Straight Stitch, Bar-tack machines.) 5 years' experience required. Fabric cutting experience. Basic pattern knowledge. Clear communication skills. Experience using computers and google suite programs. Responsible for hiring assistants in the future and also transition into managing the sample making department.

**<https://www.indeed.com/viewjob?jk=ddfaa4c7e493ee86>**

## INTERNSHIP PROGRAM

Yuketan (Meg Company) – Torrance. Detail-oriented, organized, motivated, reliable, intern with positive optimistic energy and thorough knowledge of business and art computer programs such as MS Office Suite, Photoshop, and Illustrator. Goal-oriented team player. Organized, punctual, self-motivated. Understands and supports commitment to advocacy of the industry. Strong cultural awareness: respect for oneself and others. Conforms to company values. Determined quick-learned. Intuitive instincts. Tireless and fearless work ethic. Trustworthy.

**Please send your resume and cover letter to [mail@megcompany.com](mailto:mail@megcompany.com)**

**<https://www.yuketan.com/careers>**

## UTILITY HELPER FOR CUTTING ROOM

Karen Kane - Los Angeles. Lift rolls of fabric and lay them on the cutting tables. The rolls weigh 15-40 lbs. Relax fabric on the tables and help spread it for cutting. Empty the trash and remove recyclable items such as paper, plastic and cardboard that is generated in the cutting room. Some fabric knowledge helpful.

**Email your resume and salary history to [resumes@karenkane.com](mailto:resumes@karenkane.com).**

**<https://www.karenkane.com/pages/career-opportunities>**

### ART DEPARTMENT ASSISTANT

Impact Theory - Los Angeles. Part-time. \$20/hr. Working with our Design Director and Art Director to execute technical art and graphic design needs, such as formatting final files and deliverables, transferring assets internally/externally, organizing and tracking assets. Assisting the Comics Art Department with various production tasks, including composition, coloring, technical checks. Assisting the Comics Production Director with various administrative tasks related to tracking and trafficking production assets internally and externally. Comic Post Production support. Tasks may include proofreading, preparation of design files for print and digital production, and uploading files for printing and distribution. Researching and establishing relationships with outside artists (illustrators, colorists, letterers, inkers, pencilers, etc.) that we will consider bringing on to our publishing projects. Fluent in Photoshop, Illustrator, In Design, and Acrobat. Basic Graphic Design knowledge. Artistic sensibility – you must have a trained eye and be able to recognize good artwork. Proficient in IOS and Windows. Highly organized and self-sufficient. Highly motivated and goal-oriented, with an enthusiasm for working independently and a genuine drive to achieve beyond expectations. Positive attitude and a team player. Must be willing to go the extra mile and wear multiple hats. No job is too big or too small! Ability to solve problems creatively in a fast-paced environment. Strong Communication Skills. Interest in comics, the graphic arts, and “nerd culture” preferred

**Send a cover letter and resume to [jobs@impacttheory.com](mailto:jobs@impacttheory.com) and include “Art Department Assistant” in your email subject heading.**

**<https://impacttheory.com/job/art-department-assistant/>**

### REAL-TIME ENVIRONMENT ARTIST

CGO Studios - Beverly Hills. Contract. We are seeking one (or possibly more) Real-time Environment Artist(s) for an assignment that should take approximately 90 days. Hours are flexible as Artist(s) will work with the core team to create unique assets and environments as directed. Compensation is based on level of experience and upon successful completion of the assignment; the term may be extended by mutual agreement. Solid understanding of the real-time asset pipeline process. Expertise with low-poly and hard surface modeling. At least some experience with organic modeling. Mastery of UV unwrapping and layout packing for textures and light maps. Asset and scene optimization in Unreal Engine 4, including: LOD's, instanced meshes, imposter meshes, baked lighting, reducing draw calls, etc. Familiarity with pros/cons of different techniques for creating real-time foliage. Knowledge of Unreal Engine 4 tools for identifying and fixing performance issues. Experience creating materials in-engine. Knowledge of shader types and their relative performance benefits, different texture projection techniques, and parallax occlusion mapping. Experience with creating PBR textures in a program like Substance Painter. Experience creating trim sheets. Additional Helpful Skills: Rigging and animation. Basic understanding of blueprints and/or programming concepts. Knowledge of Illustrator and/or Photoshop.

**Send a cover letter, resume, and portfolio link with your submission, as well as at least one person of recommendation. <https://www.indeed.com/viewjob?jk=f2c56ab64bf0f98b>**